



Answers to Quizzes 51-60

Quiz 51

- 1a) Forcing to game
e) Forcing to game
- 2a) 1♠ 2♣
2♦ 3♠
4♣ 4♦
6♣
- 3 West East
♠ AKxx ♠ xx
♥ KQxxx ♥ x
♦ Axx ♦ KQxxx
♣ x ♣ KQ10x
- b) Not forcing
f) Forcing to game
(After a 2over1 responder 'always' bids again - the delayed jump raise makes it easy for West to envisage slam)
- c) Forcing to game
g) Forcing for 1 round
b)
- d) Not forcing
h) Not forcing
1♥ 2♣
3♥ 4♣
4♦ 4♥
6♥
- (After a 2over1 the jump rebid is game-forcing. East shows his good clubs.)
- West has 16+, 4531 or 4630 – longer hearts than spades
East has 10+ with values seriously concentrated in clubs, longer diamonds, no support for partner's majors

Quiz 52

- 1a) Dbl
2a) 2♥
3a) Dbl
- b) 2♥
b) 1NT
b) Dbl
- c) Dbl
c) 2♣
c) 2♠
- d) 2♣
d) 3♦
d) Dbl
- e) 1NT
e) 3NT

Quiz 53

- 1 ♣3. Second Hand Low guarantees a trick. East has ♠Q. Hold up till the 3rd round. West is the Danger Hand 6 Sure Tricks. Finesse diamonds into East, the Safe Hand.
- 2 ♠4. If East plays low ♠10 scores. If East plays king or queen you win ♠A and J10 guarantee a second trick West has ♠Q (as Third Hand East should play **lower** of touching cards). Work Suit is clubs. Play ♠4.

Quiz 54

- 1 5 Sure Tricks, 2 Work Suits, spades and diamonds. You may lose the lead twice, so hold up the first heart. Win ♥K and play spades, the only suit where North, the Danger Hand, may have an entry. You can safely finesse diamonds into South later.
- 2 6 Sure Tricks, Work Suit clubs. You have to lose the lead twice do duck the first spade in case South has only 2.
- 3 5 Sure Tricks. Work Suit, diamonds, can be finessed into the Safe Hand, but if finesse loses you need a heart trick. Duck the first spade, win the second, play a heart to the king. If it scores cross to ♠A to finesse diamonds.
- 4 6 Sure Tricks. If club finesse loses you may also lose four hearts. You can only hold up once. Then cash ♦AK in case the queen drops – if it does you have 9 tricks without the club finesse. If nothing happens, finesse the clubs.

Quiz 55

- 1 9 tricks in spades, 10 tricks in hearts. 19 Total Tricks. Par contract is 4♠ doubled down one.
- | | | | | | | | | | |
|----|------|-------|----------|-------|----|------|----------|------|-------|
| a) | West | North | East | South | b) | West | North | East | South |
| | 1♠ | Pass | 2♠ | 3♥ | | - | - | - | 1♥ |
| | Pass | 4♥ | 4♠ | 5♣ | | 1♠ | 2♥ | 3♠ | 4♥ |
| | Pass | 5♥ | All Pass | | | 4♠ | All Pass | | |
- 2a) 1♥
once)
- 3a) 2♠
- b) 2♥
b) 3♠
c) 2♦
c) 4♠
d) 3♣
d) 2♥
f) 2♥
- e) 2♦ (follow with 4♠, or just bid 4♠ at

Quiz 56

- 1a) 2♥
2a) Pass
3a) Dbl
- b) 3♥
b) 3♥
b) Pass
- c) 4♥
c) 4♥
c) 2♦
- d) 2♠
d) 2NT
d) 2♥
- e) 2♠
e) 2NT
e) Pass (follow with 3♦)

Quiz 57

- 1a) 1NT
2a) 2♣
3a) Non-forcing
- b) 2♥
b) 2♥
b) Non-forcing
- c) 2♣
c) Pass
c) Forcing
- d) 1♠
d) Pass
d) Non-focing
- e) 1♠
- ♠ x ♠ xx ♠ AQxxx ♠ xx
♥ KQxxxx ♥ Kxx ♥ Ax ♥ x
♦ Jxx ♦ Axxx ♦ AKQxx ♦ Kxxx
♣ Jxx ♣ Q109x ♣ x ♣ KJ109xx

Quiz 58

- 1) Win ♠A cash ♥A, play ♠K, ruff a spade, then play 3 rounds of clubs. If West does not ruff put him on lead with ♥Q.
- 2) Win, run ♥10, then ♥Q, draw the last trump, cash 3 clubs and exit with a spade, forcing defenders to lead diamonds.
- 3) Win, draw trump, cash diamonds and exit with a club, compelling the defence to open up spades or give a ruff/sluff.

Quiz 59

- 1) a) Discouraging
2 a) Encouraging
3 a) ♠K – then a third round
4) a) ♠8, a high spade to suggest a diamond switch when partner ruffs.
b) ♠2, a low spade to suggest partner return a club when he ruffs.
- b) Even number
b) Odd number
b) ♠Q – to show 3 cards
- c) Lead the higher suit
c) Lead the lower suit
c) ♠2 – to show 4 cards



Answers to Quizzes 51-60

Quiz 60

- 1a) 2♦ - 4thSF – the best contract could be in NT, ♥ or ♣, and could be game or slam.
Your next bid will be to show club support.
- b) 3♣ - not strong enough for 4thSF and anyway you have a good, natural bid available.
- c) 3NT - your ♦ holding is good enough to just bid game in NT.
- 2a) 2NT - shows your ♦ stopper.
- b) 2♠ - shows your spade support (could be 3-cards or sometimes Hx).
- c) 3♦ - when you have 4-cards in the 4th suit, you can raise (if below 3NT) to show that.
- d) 2♥ - no other features to show so you have to rebid your 1st suit, despite only having 5.
- 3a)
- | North | South |
|-------|--|
| ----- | ----- |
| 1♦ | 1♠ |
| 2♥ | |
| | - a reverse, 16+ hcp |
| | 3♣ |
| | - opposite 16+, South has enough to game force but no clear natural bid available |
| 3♦ | |
| | - the extra length in diamonds makes this an obvious continuation |
| | 3NT |
| | - this delayed 3NT implies South is uncertain about it, with a good club holding they would bid 3NT last round |
| p | |
| | - with luck ♣Jx will be enough help for partner in 3NT. |